

# Quentin Keunebroek

Computer Engineering student at the UTC

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## Work experience

- February - **Apple, Inc - Software Engineer Intern, Cupertino (California, USA), 6 months.**  
July 2017
  - Worked in a team of Engineering Project Managers, Quality Assurance Leads and International Creative Content Writers, focused on delivering Siri for our Internal markets.
  - Mainly focused on the QA Lead function and helped to coordinate the testing efforts for many Siri International features.
  - Leveraged a web application to automate, smoothen and strengthen the QA and EPM processes, resulting in an increase in performance and productivity in our team.  
*Keywords: Quality Assurance, EPM, Java, Ruby, AngularJS, PostgreSQL, Hibernate, UI/UX.*
- April - **Apple, Inc - Software Engineer Intern, Cupertino (California, USA), 5 months.**  
August 2015
  - Worked in a team of Language Engineers responsible for delivering Siri features in different languages worldwide.
  - As part of the Siri International team, I built from scratch an internal web application, aimed at improving the workflow between Engineering Project Managers and Language Engineers.  
*Keywords: MVC, Ruby on Rails, AngularJS, PostgreSQL, UX/UI.*

## Diplomas & education

- September 2012 - **Diplôme d'ingénieur en Génie informatique, University of Technology of Compiègne, France, 5 years.**
- Expected 2017
  - Master's degree in Computer Science, specialized in software design, UI/UX and human-computer interaction. *Keywords: OOP, AI, algorithms, data structures, database, data mining, art.*
  - Bachelor's degree in Engineering and Human Sciences. *Keywords: Philosophy, tech history, economics, languages, maths, project management, innovation method.*
- Spring 2014 **Erasmus exchange program, Technische Universität Braunschweig, Germany, 5 months.**  
*Keywords: Applied mathematics, Computer networks, C, Java, Interculturality.*

## Information Technology

### Projects (quentinkeunebroek.fr | github/qkeunebr)

- Fall 2016 **421 (24-person team), UTC, France, 4 months.**  
Led the development of an online dice game in a large group of students. Mainly responsible for the human-computer interface part of the application. *Keywords: Project management, conflict management, leadership, problem-solving, Java, UI/UX.*
- Spring 2016 **GeoCatch (4-person team), UTC, France, 4 months.**  
Created an Android interactive game in which two teams use geolocation to capture control points and eliminate the opponent team. A backend server, based on a multi-agent system, handles the synchronisation of mobile apps. *Keywords: REST, JSON, Android Studio, Java, Jade, UX/UI.*
- Fall 2015 **Pegass (3-person team), Paris, France, 4 months.**  
Improved an internal web application aimed at managing all the volunteer activities in the association Croix-Rouge française. *Keywords: LeafletJS, AngularJS, PHP, SQL, GeoJSON, Ajax.*

### Skills

Code	Ruby on Rails, AngularJS, C++, C, SQL, Java, PHP, XHTML/CSS, Lisp, R, Qt.	Engineering	MVC, design patterns, UML, project management, data mining, Git.
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## Languages

**French** Native speaker. **German** Advanced. **English** Fluent. **Spanish** Intermediate.  
**Arabic** Beginner.